

# Continuous Authentication Using Human-Induced Electric Potential

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ACSAC 2023

# Motivation

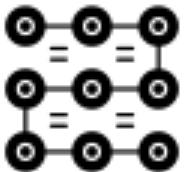
- Shared workspaces:
  - Same room/individual cubic
- Terminals:
  - Store sensitive information
  - Security issue



# Motivation

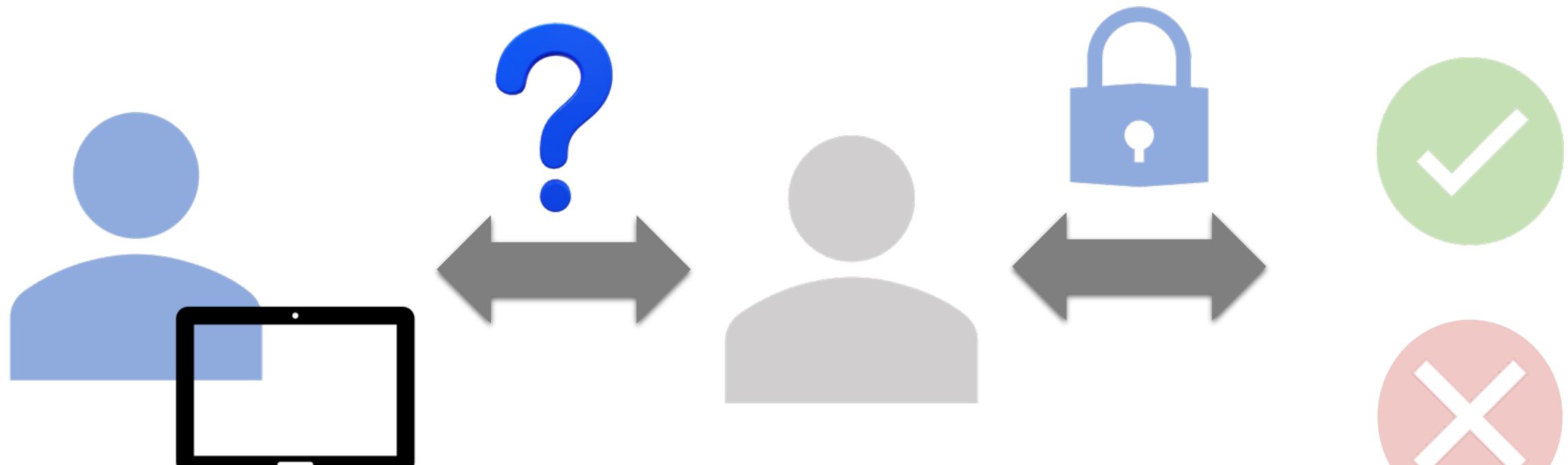
- Shared workspaces:
  - Same room/individual cubic
- Terminals:
  - Store sensitive information
  - Security
- Conventions
  - Limitations
  - Weaknesses

One-time authentication is not enough!



# Continuous authentication

Continuously confirm user identity



Originally  
logged-in user

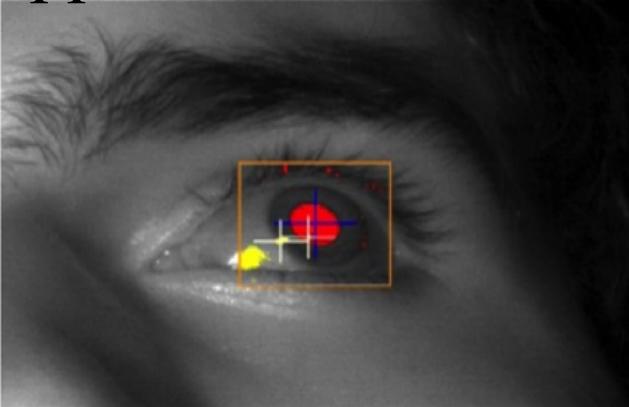
Current user

# Related works

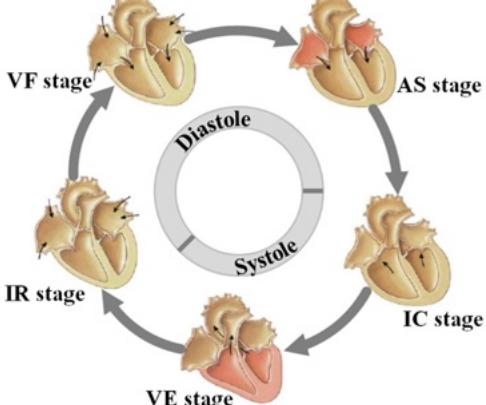
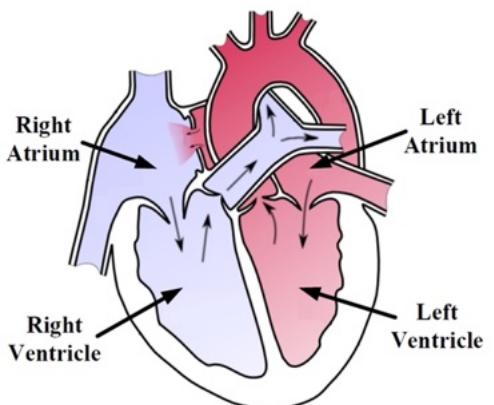
Physiological-based approaches:



ECG/PPG



Eye-based

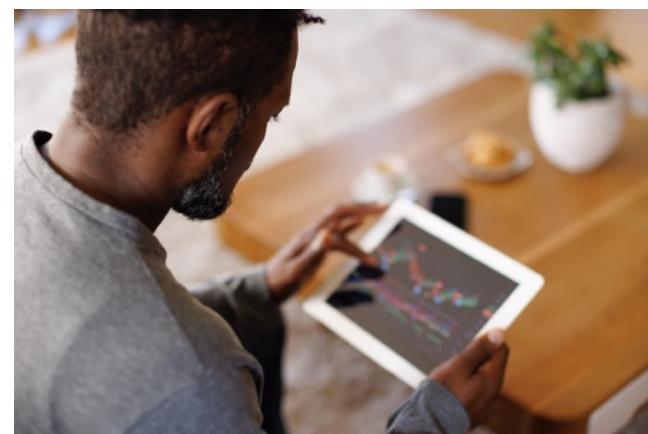


Heart based

Behavioral-based approaches:



Gait



Touch Gesture



Keystroke

# Related works

Other approaches:



Proximity

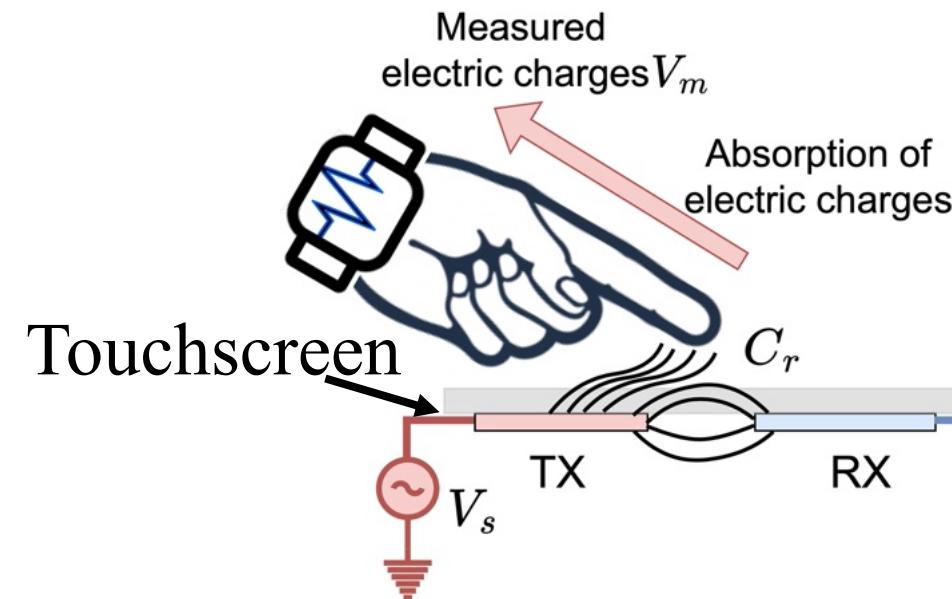
Sub-meter accuracy issues



Timeout

Not entirely risk-free

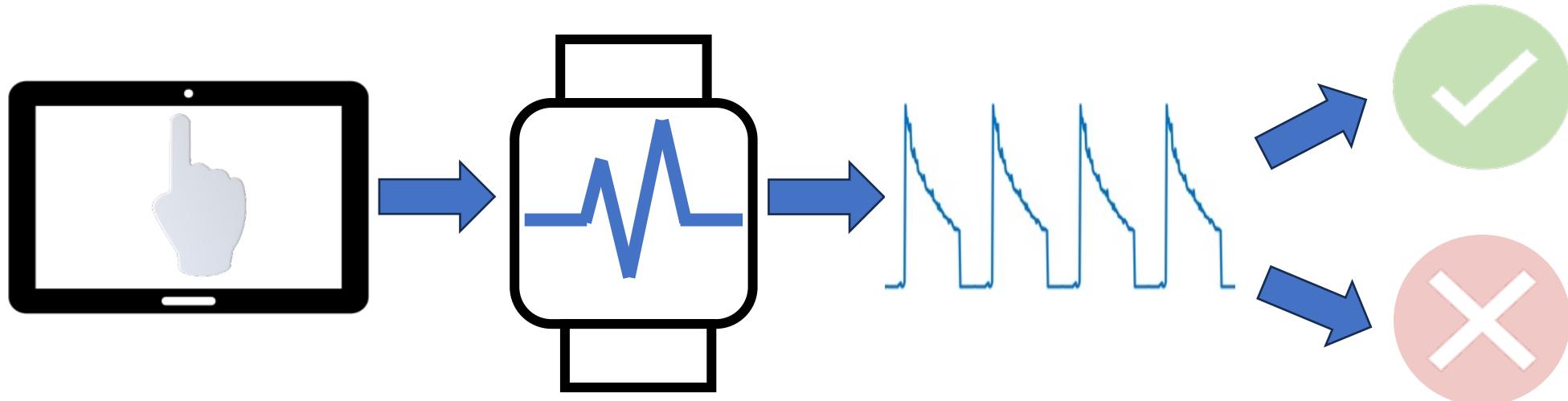
# Background



A new type of signal:  
Human-induced electric potential

## Overview

Leverage human-induced electric potential for continuous authentication

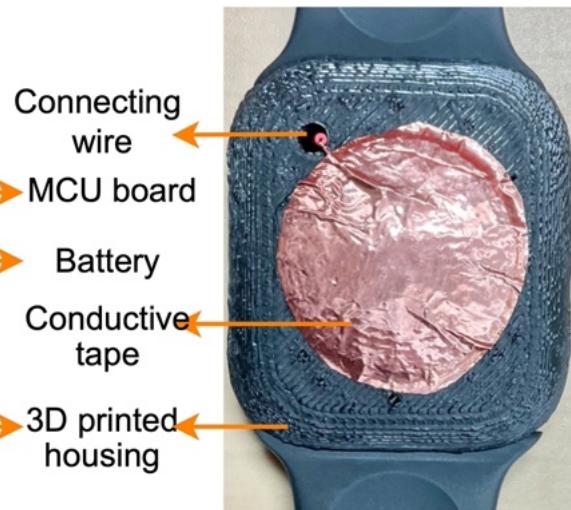


# Feasibility study

- Experimental setup:
  - nRF52 MCU board-based wearable and Android tablet (Terminal)



Prototype frontview



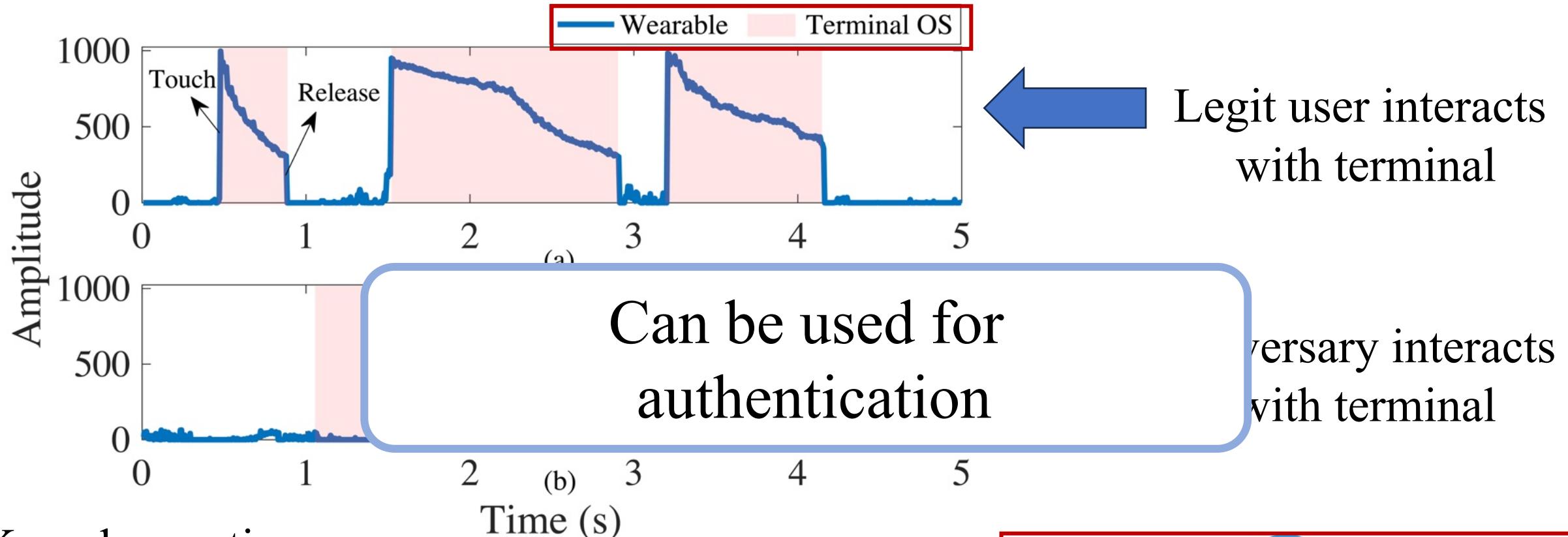
Prototype backview

Wearable



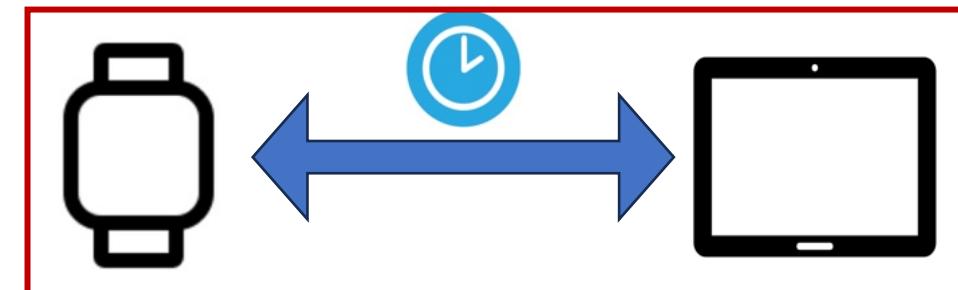
Terminal

# Feasibility study

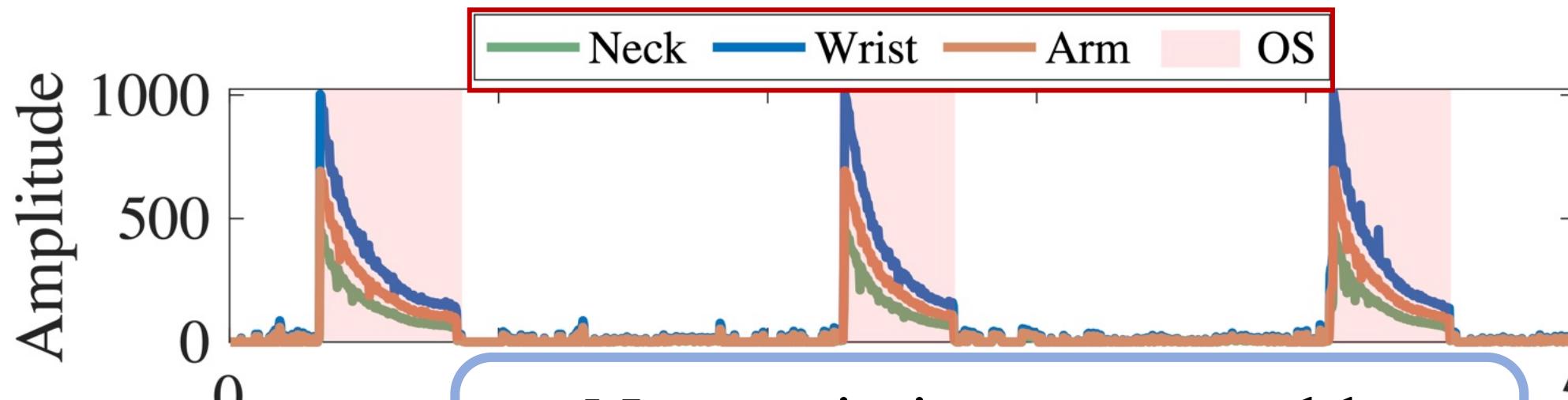


Key observations:

- Two sources' touch timestamps **match well** only for legitimate user



# Feasibility study



No restriction on wearable placement

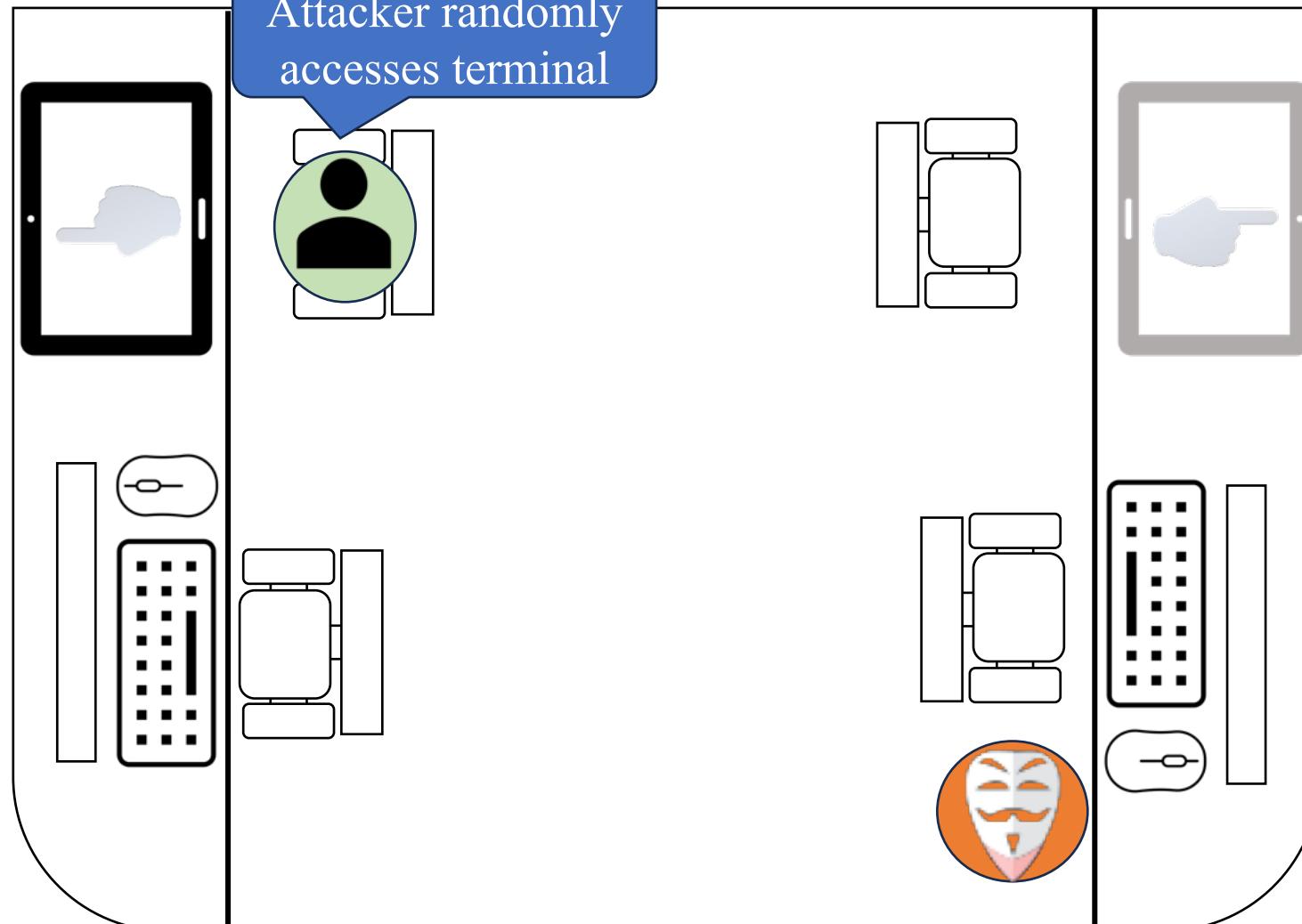
Key observations:

- Two sources' touch timestamps **match** at different body positions as well



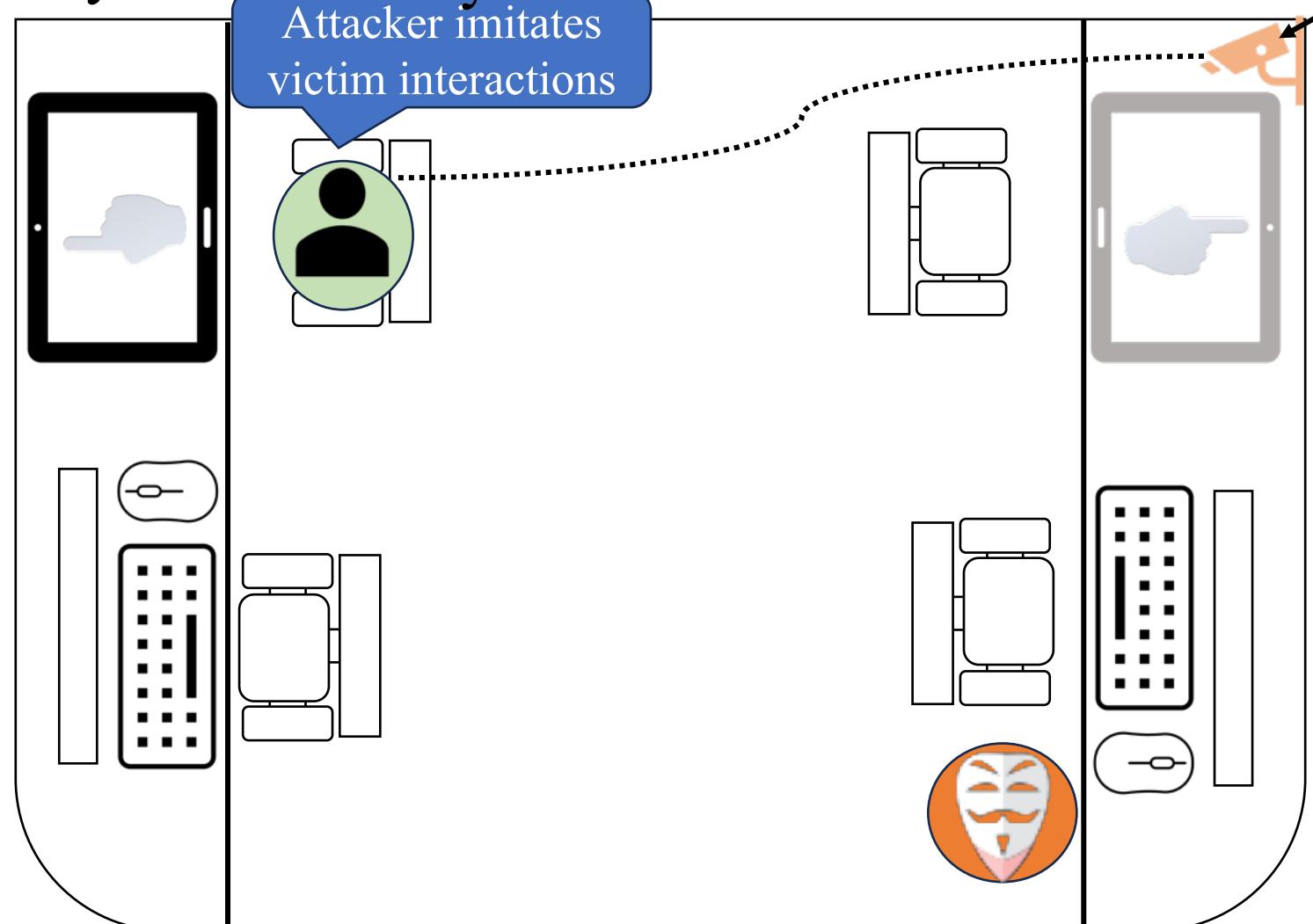
# Adversarial model

Innocent adversary: Unintentionally access other terminals



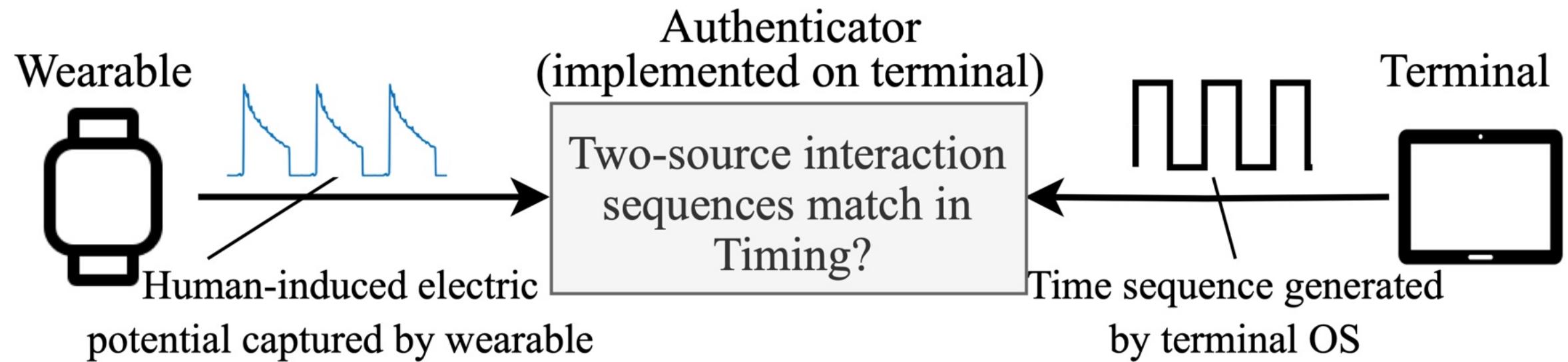
# Adversarial model

Malicious adversary : Deliberately access other terminals Camera controlled by attacker



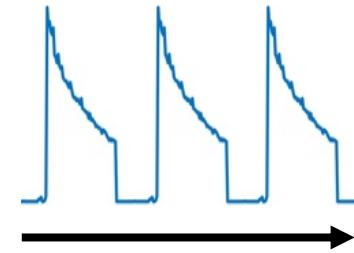
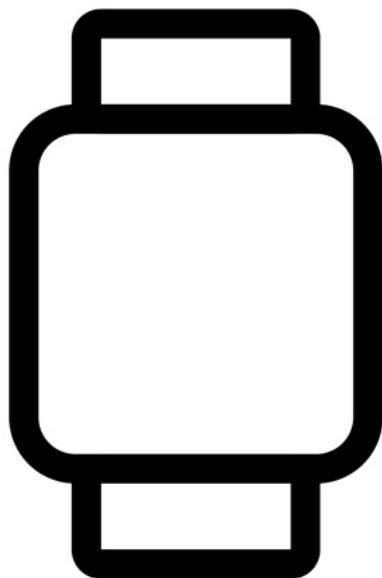
# Handling the innocent adversary

Basic scheme:



# Basic scheme

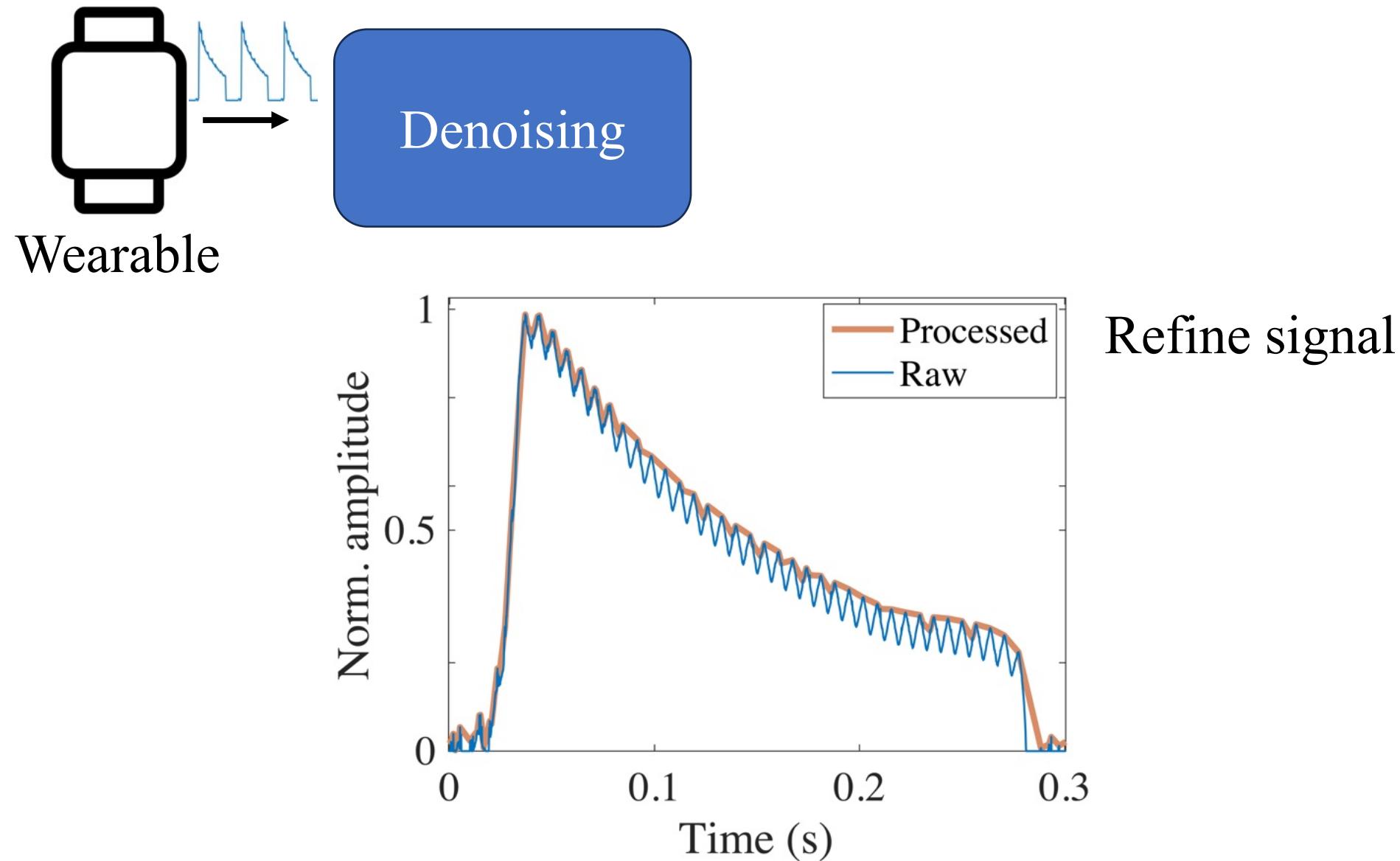
Signal acquisition:



Acquire signal using wearable prototype

Wearable

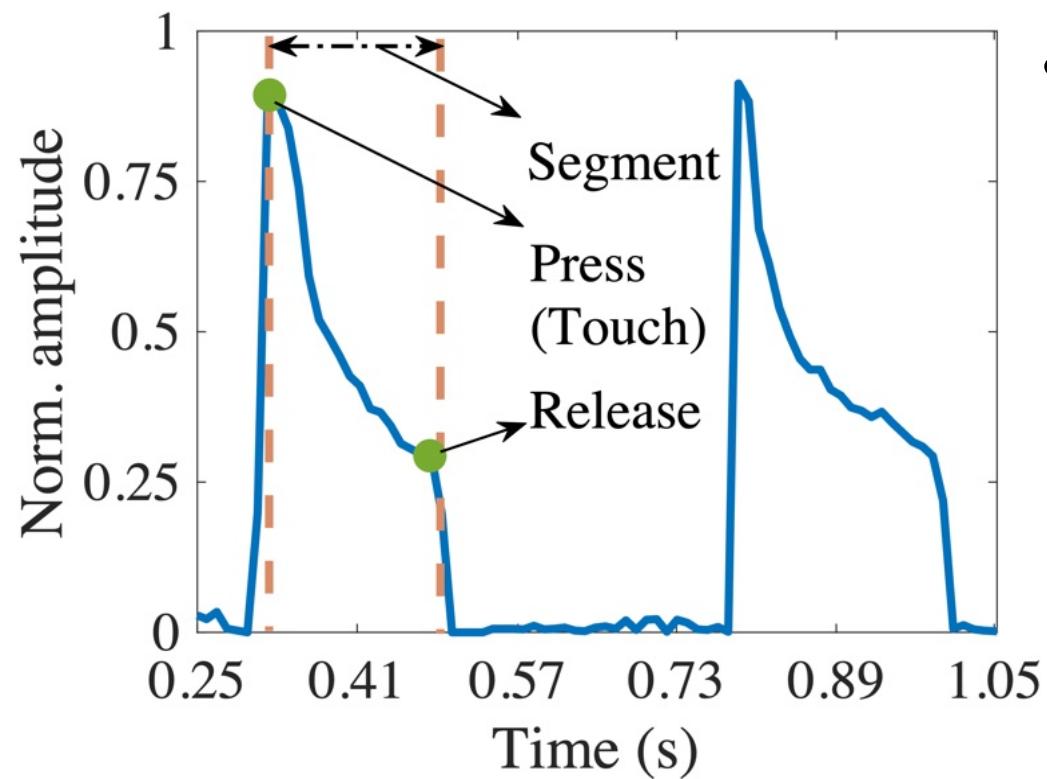
# Basic scheme



# Basic scheme

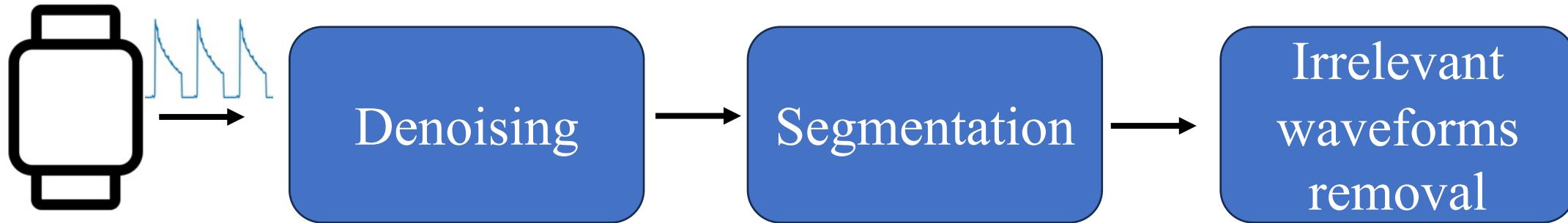


Wearable

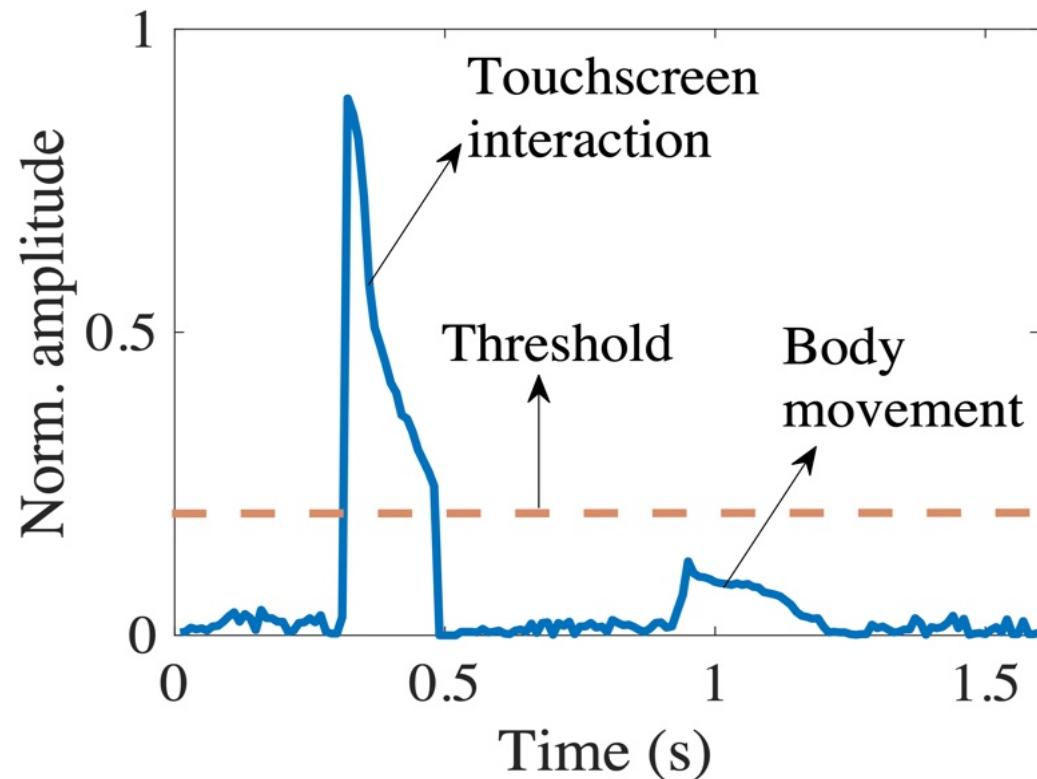


- Identify critical time instances

# Basic scheme

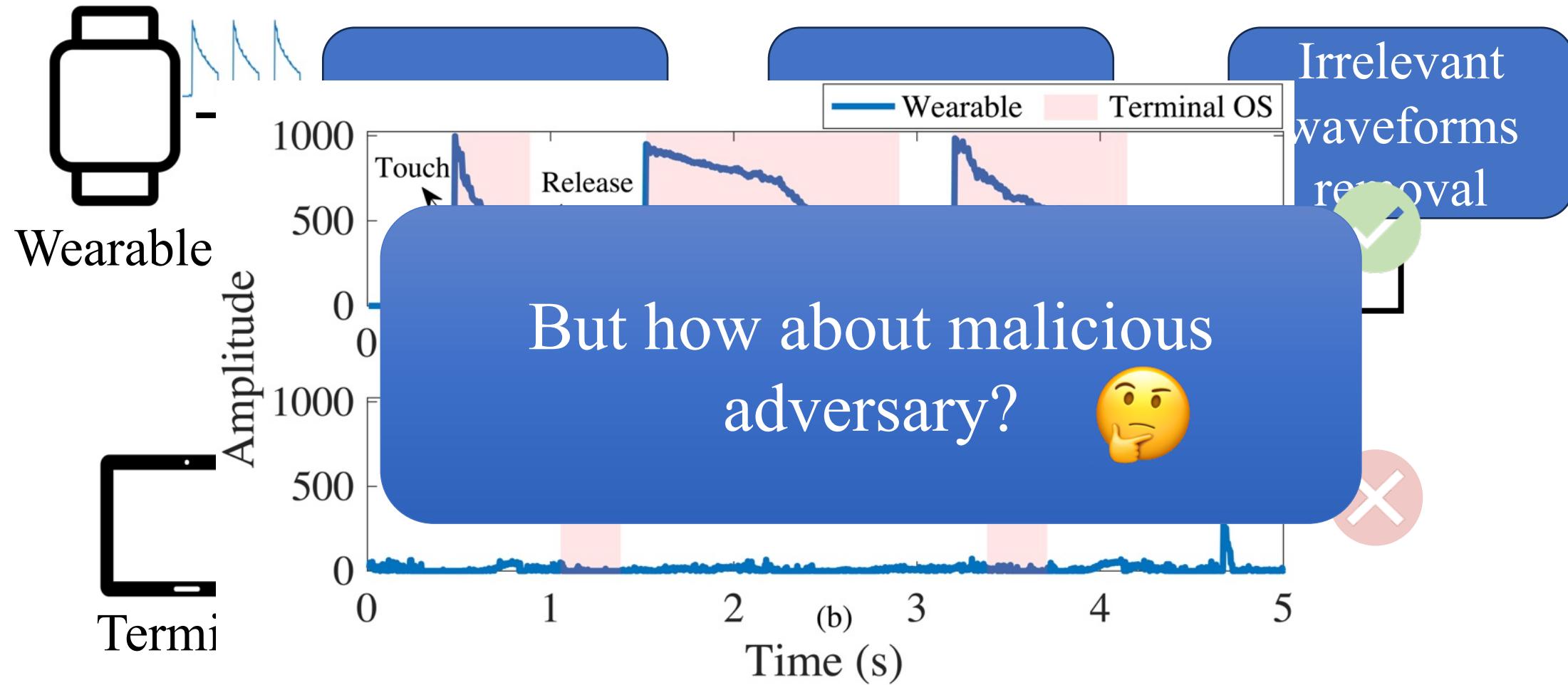


Wearable



To remove impact of user movement

# Basic scheme

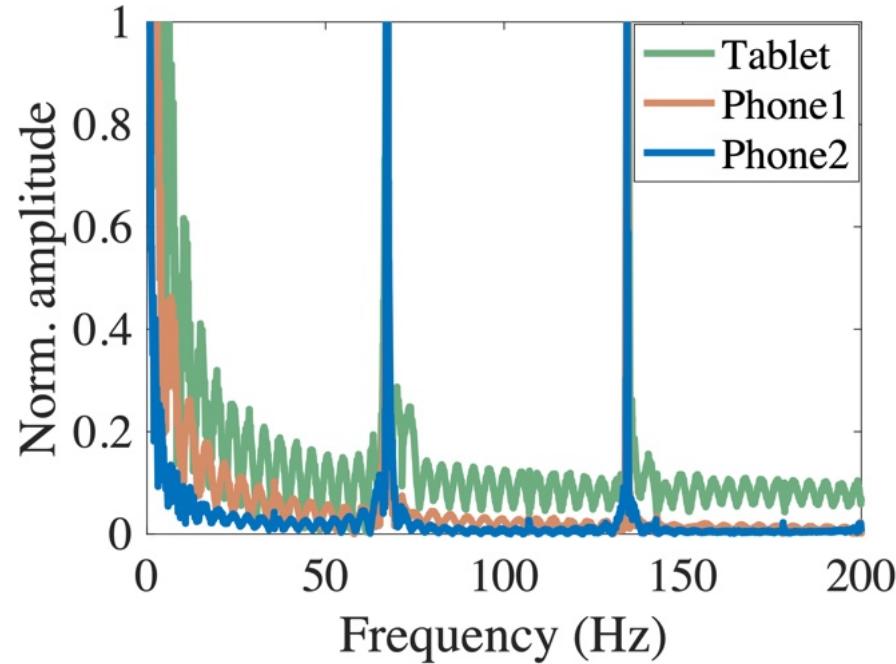


Compare two source sequences of press/release

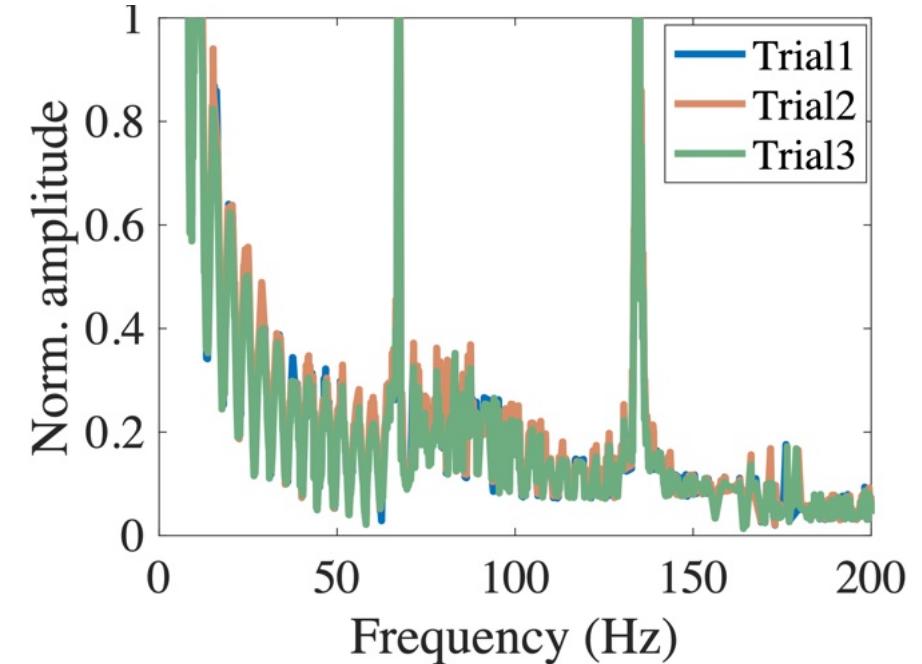
# Handling the malicious adversary

- Terminal fingerprinting

*Different for different terminals*

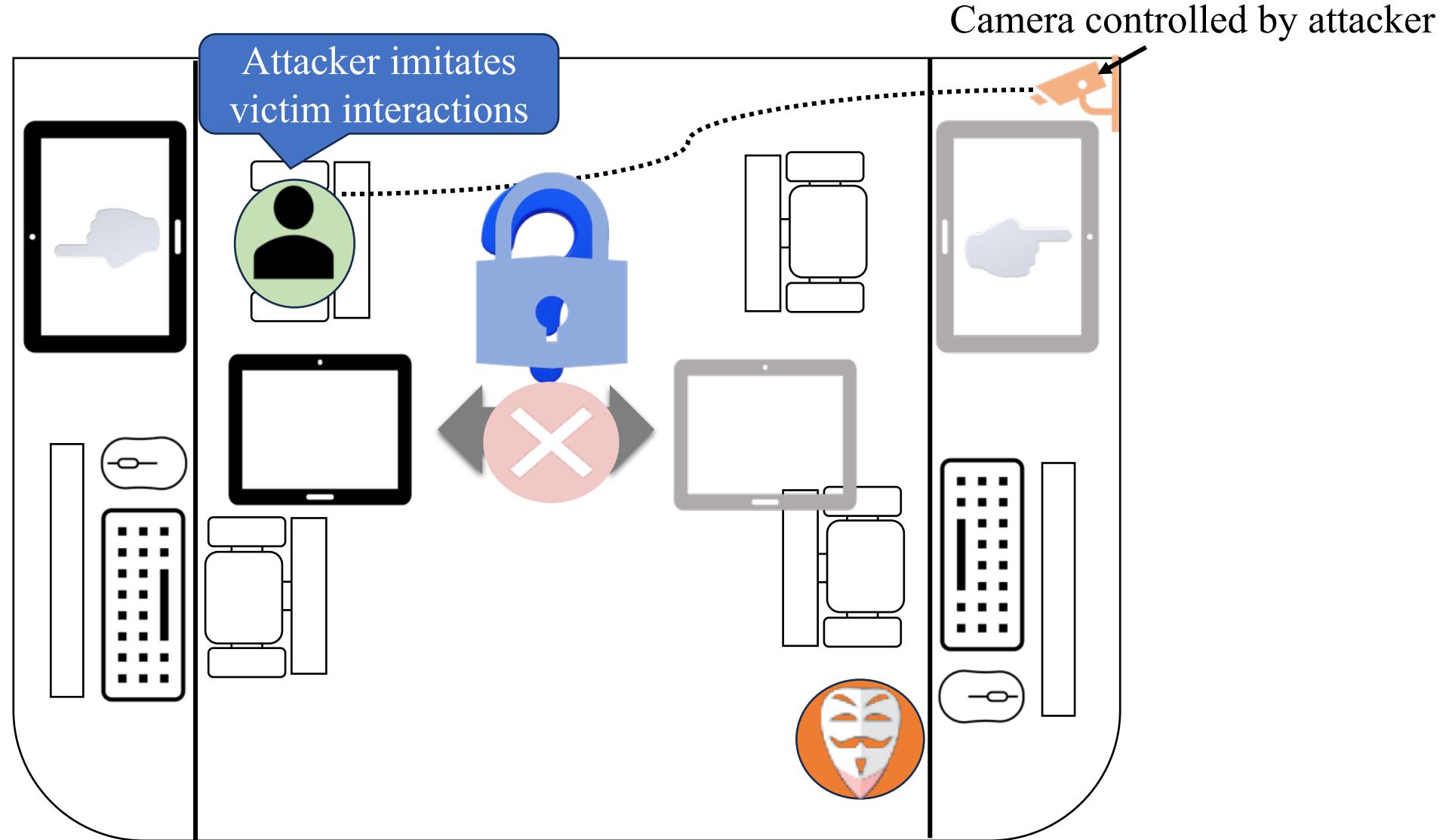


*Same for same terminal*

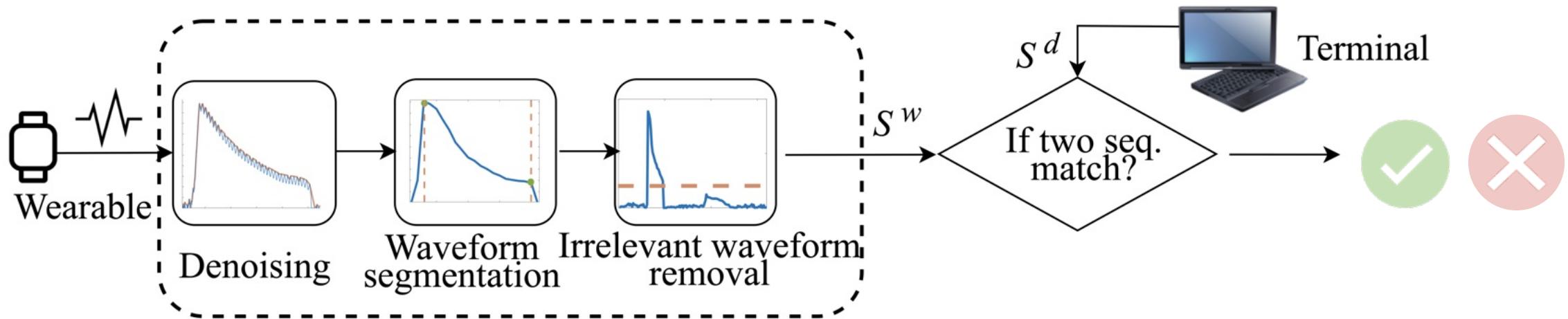


- Leverage terminal's fingerprint as an additional layer of defense

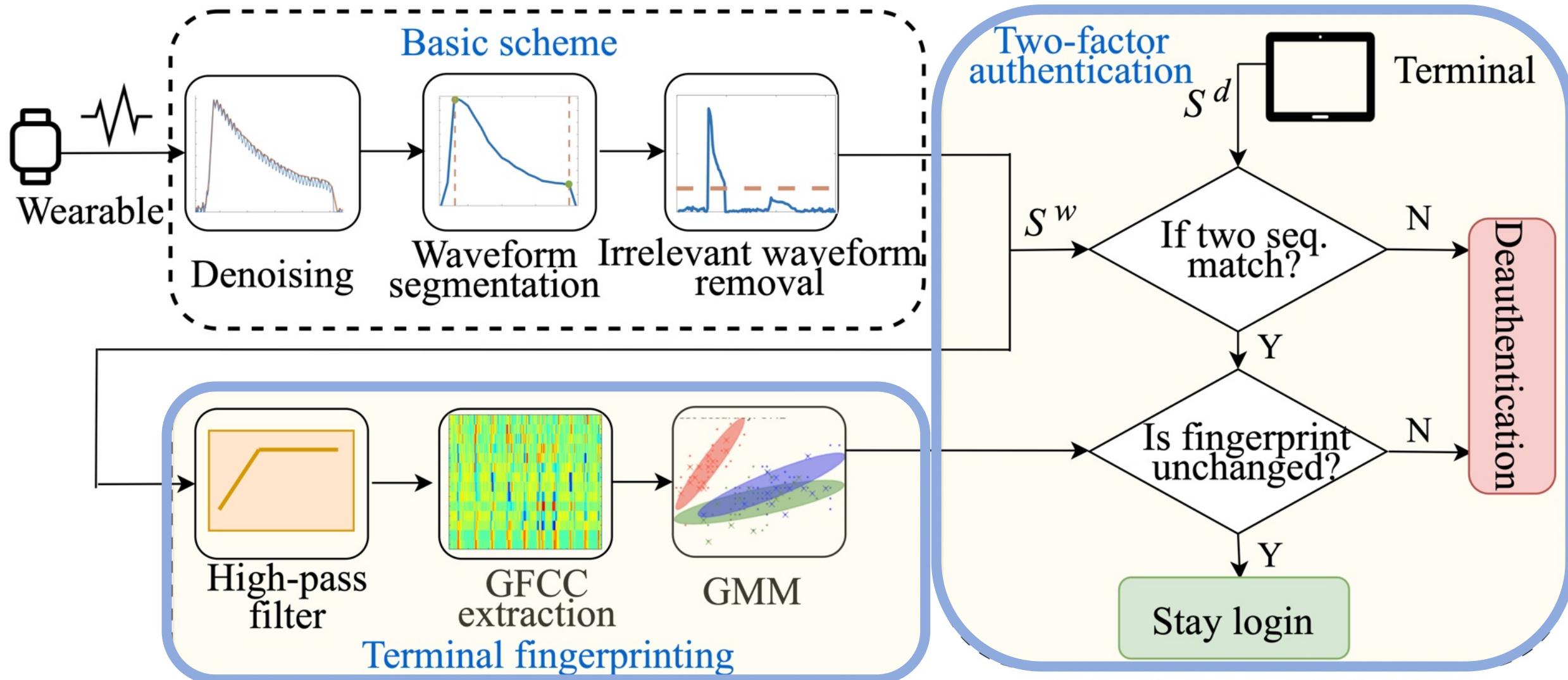
# Handling the malicious adversary



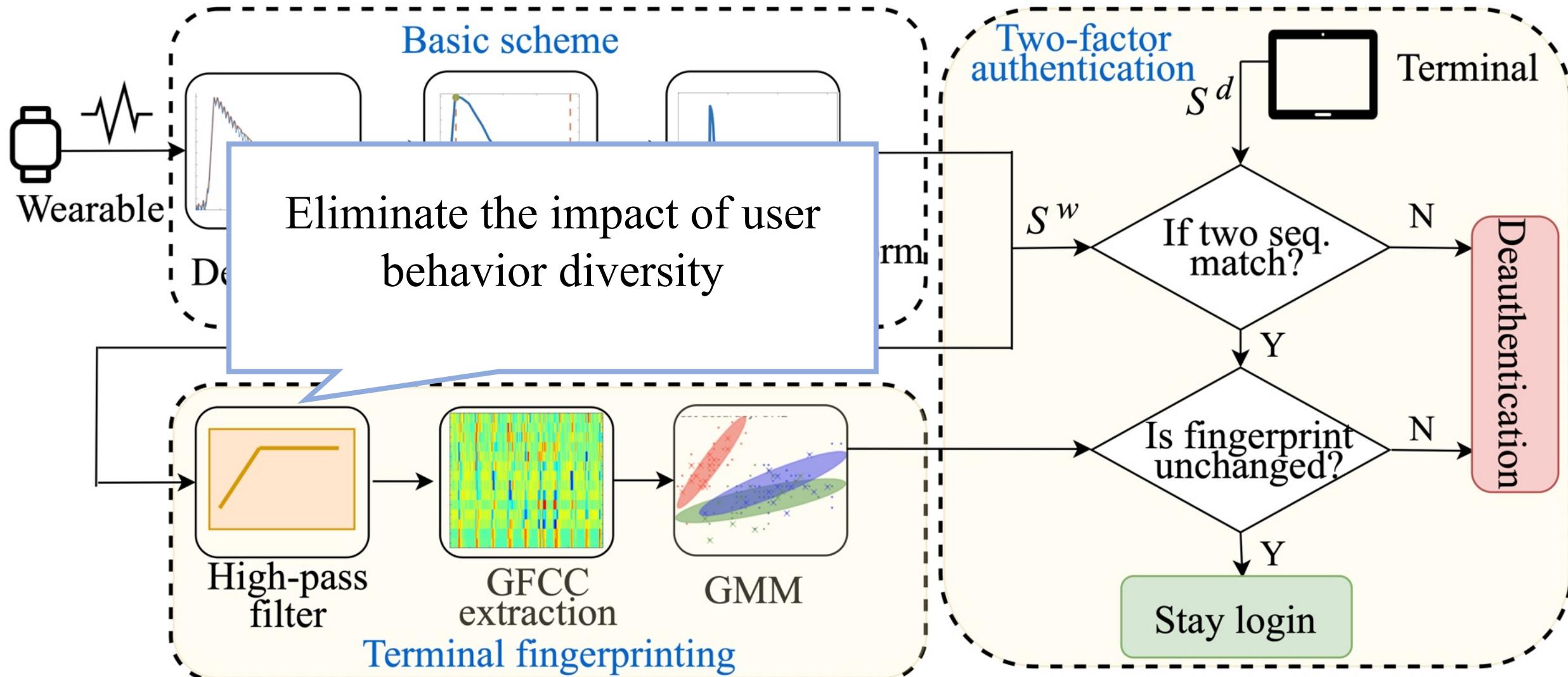
# Basic pipeline



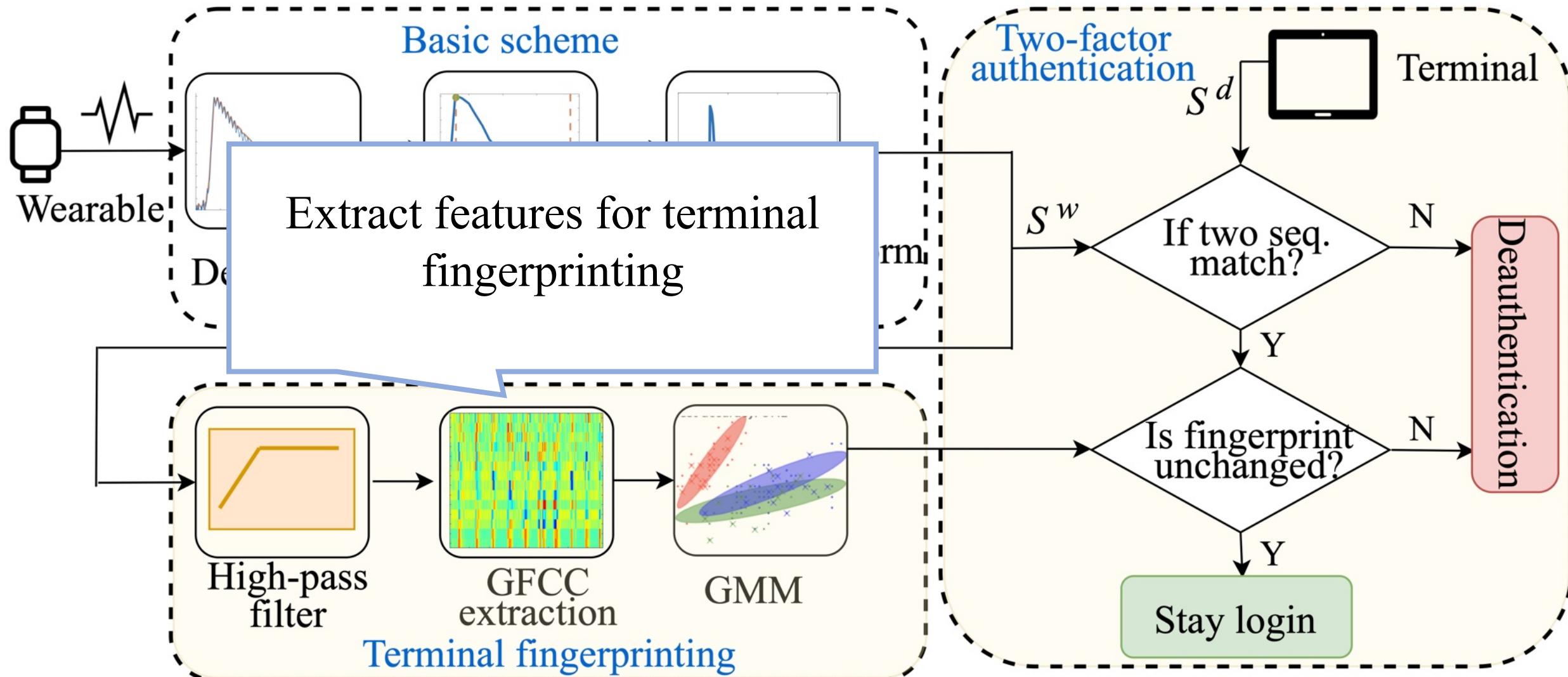
# Modified pipeline



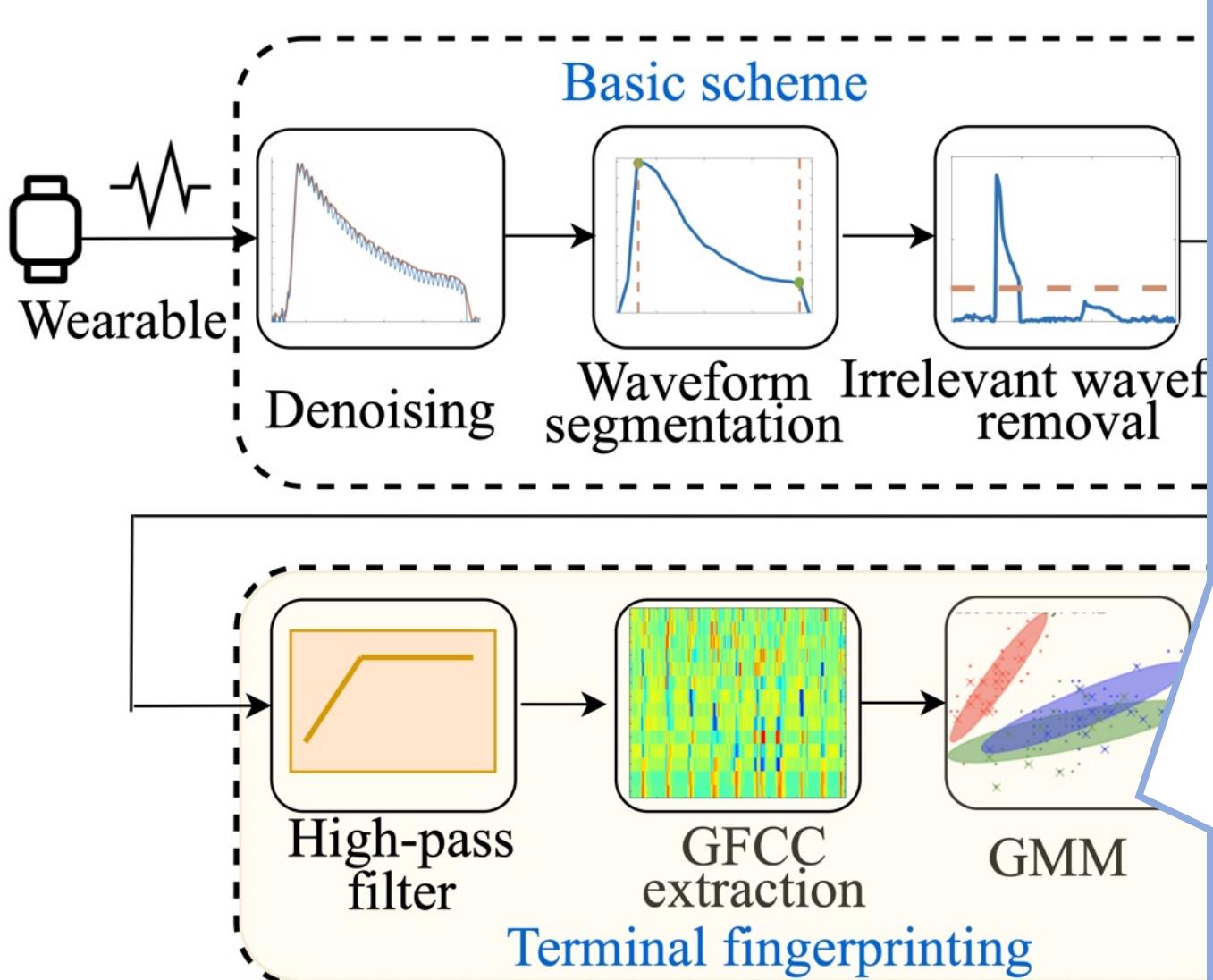
# Modified pipeline



# Modified pipeline

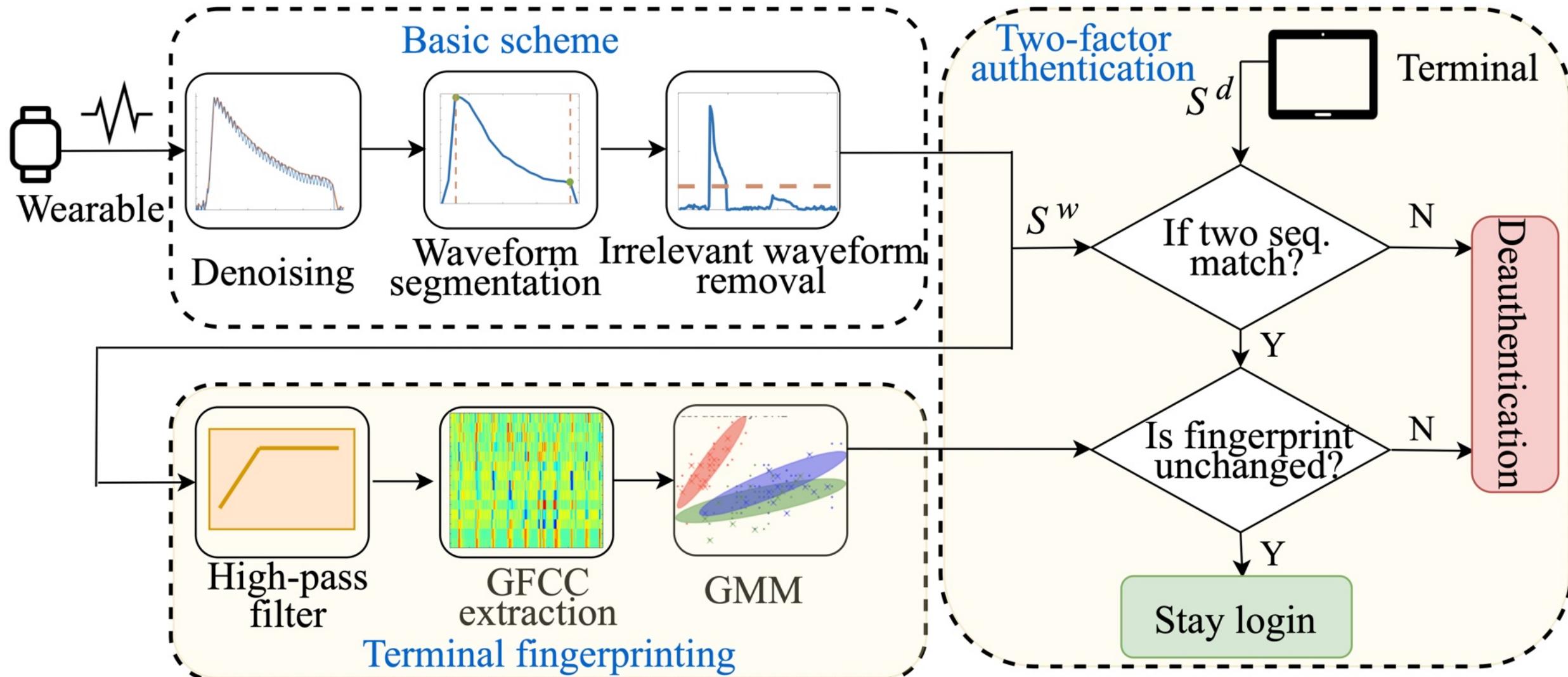


# Modified pipeline



- Utilize set of GFCC features to test for **hypothesis**:
  - $\lambda_{hyp}$  = features from original terminal
  - $\lambda_{\overline{hyp}}$  = features not from original terminal
- $\log p(X|\lambda) = \sum_{t=1}^T \frac{1}{T} \log p(x_t|\lambda)$
- $\Gamma(x) =$ 
$$\log \frac{p(x|\lambda_{hyp})}{p(x|\lambda_{\overline{hyp}})} \begin{cases} \geq \theta, \text{accept } \lambda_{hyp} \\ < \theta, \text{reject } \lambda_{hyp} \end{cases}$$
- **Decision threshold:**  $\theta$

# Modified pipeline



# Evaluations

- Experimental setup:
  - Prototype wearable
  - Android tablet
- System Performance
- System Parameters
- Comparison to prior works
- User perception

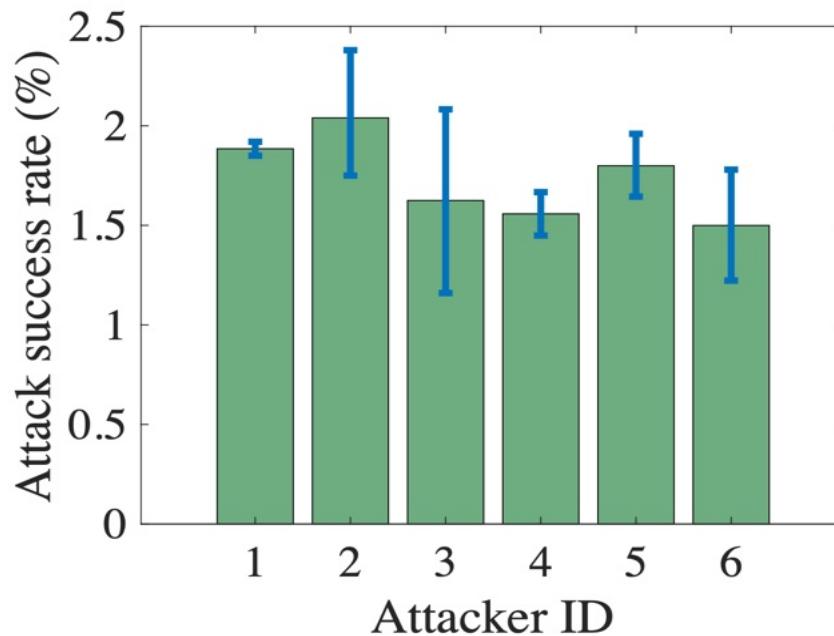
✓ Security

✓ Usability

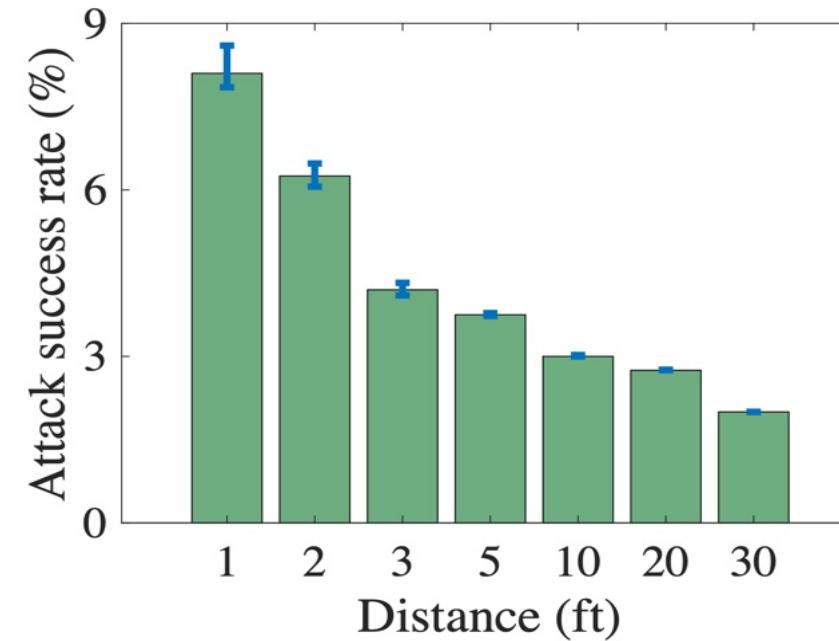
# System performance

Robustness against adversaries:

- Innocent adversary



- Malicious adversary



- Practical performance against innocent adversary
- Attack success rate decreases with distance for malicious adversary

# Ablation study

Schemes	Malicious adversary						Innocent adversary	
	1	2	3	5	10	20	30	n/a
Distance (ft)	1	2	3	5	10	20	30	n/a
Without TF(%)	33	30	27	25	16.5	12	10	3
With TF(%)	8.5	6.2	4.2	3.7	3	2.7	2.6	2.4

- Terminal fingerprinting has **significant impact** on performance

# Comparison to prior works

	Our scheme				ZEBRA			
Window size	2	3	4	5	5	7	9	11
FAR (%)	1.5	2.8	4.3	4.7	27.5	25	22.5	21
FRR (%)	11.2	7.5	4.5	3.9	6	4.5	3	2.8

- Better performance and applicability to wearables than state-of-the-art
  - Disadvantages

# Comparison to prior works

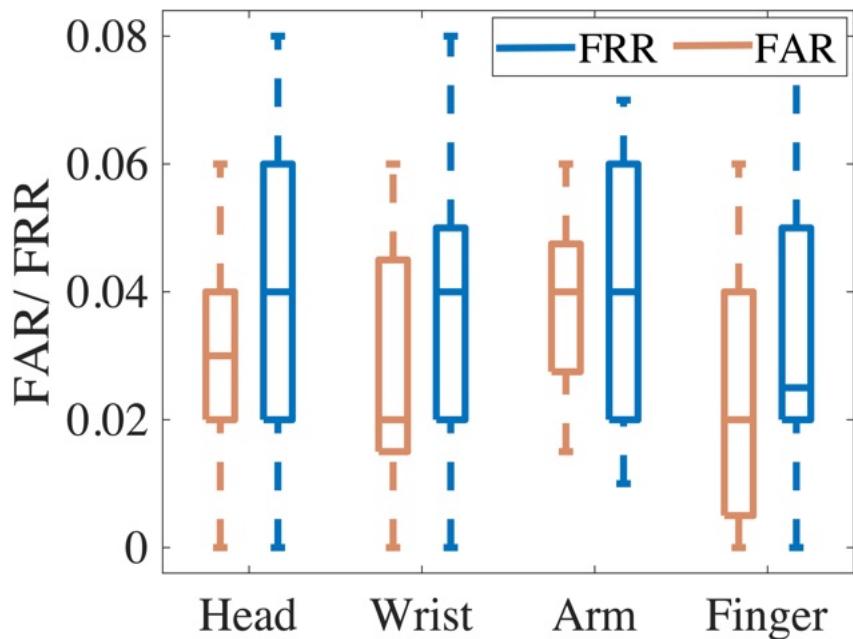
Detection efficiency:

Schemes	Eberz et al. [12]	Our scheme	ZEBRA [29]	Zhang et al. [63]	Segundo et al. [40]
Time (s)	≈40	4.3	≈8	≈125	1

- Practically considerable performance

# Different scenarios

- Body locations



- Skin condition

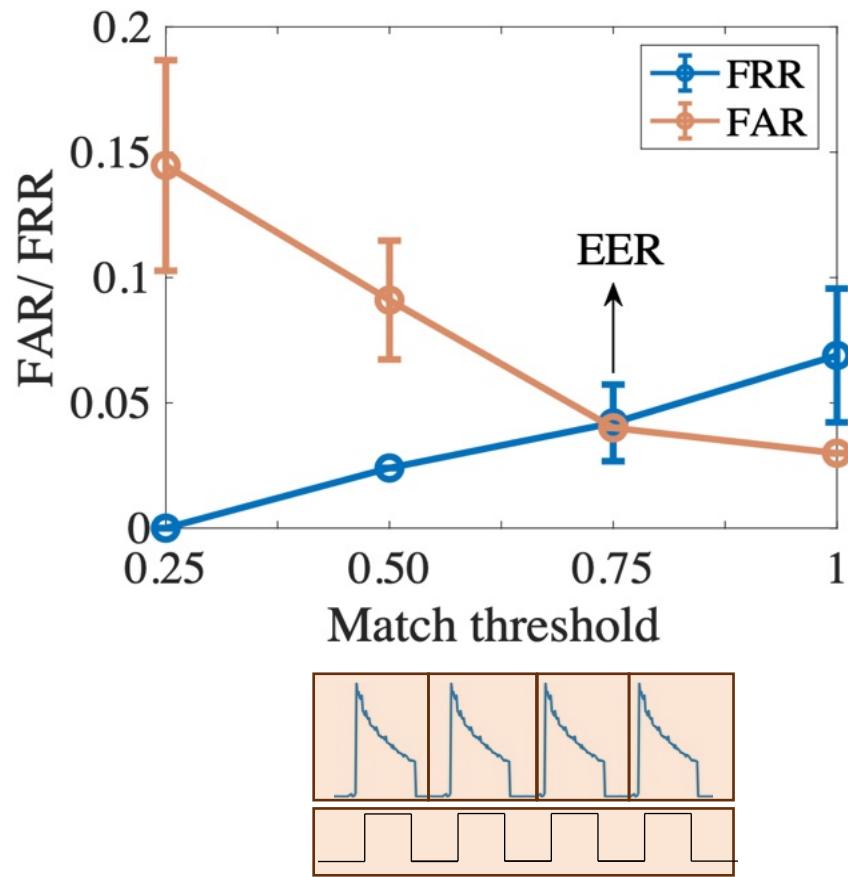
Skin condition	Dry	Moderately wet	Soaked wet
FAR(%)	3	3.84	7.82
FRR(%)	3.5	8.33	21.6

- Similar performance across different body locations
- Practical performance with varying skin conditions

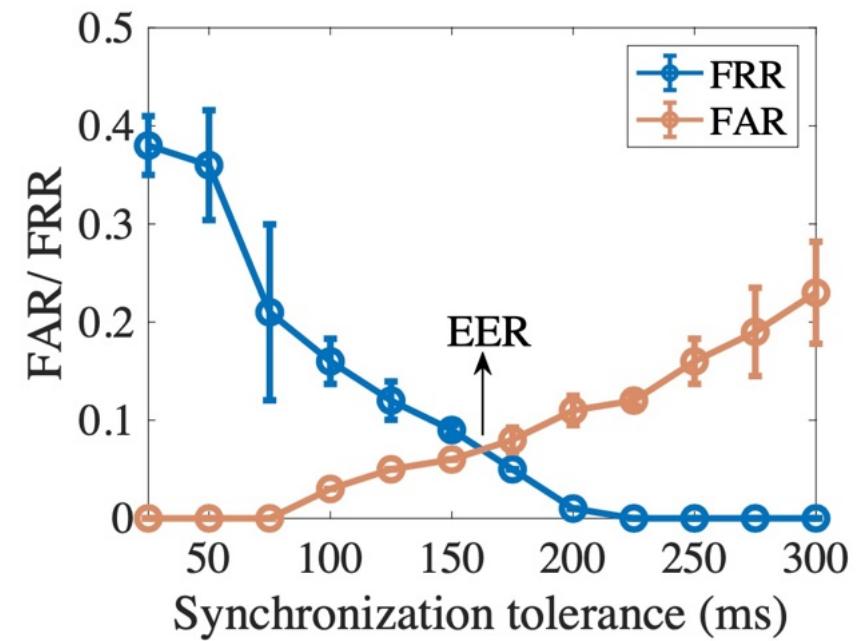
# Evaluations

System parameters:

- Match threshold



- Synchronization tolerance



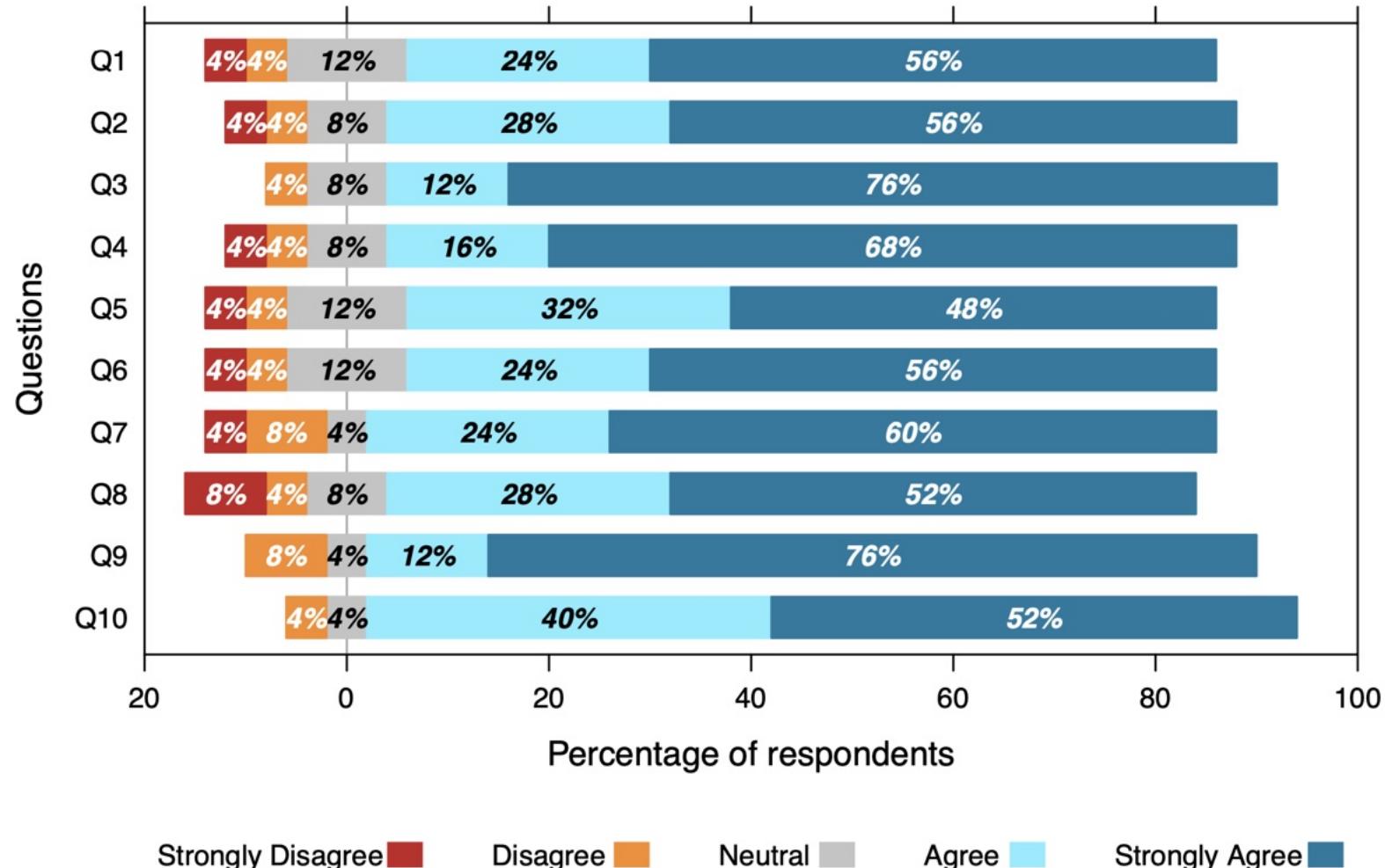
# User study

Closed questionnaire:

- Q1 :I would like to adopt the proposed continuous authentication scheme for daily usage.
- Q2 :The proposed scheme requires no effort from me.
- Q3 : The system is easy to use.
- Q4 : The system performance is consistent.
- Q5 : I would not be less worried about temporarily leaving my working terminal unattended with the proposed scheme implemented.
- Q6 : The proposed scheme is more secure compared to the current session timeout approach.
- Q7 : The operation is easy to learn.
- Q8 : The scheme would not disrupt my regular activities on the terminal.
- Q9 : The scheme is more convenient than the session timeout approach.
- Q10: The system is reasonably fast and unobtrusive.

# User study

## Survey Results:



Well perceived by users and willing to adopt in daily life

# Conclusion

- ✓ We investigate the feasibility of leveraging a new form of signal, **human-induced electric potential**, for two-factor continuous authentication.
- ✓ We developed **a wearable prototype** for the two-factor continuous authentication scheme to handle various adversaries.
- ✓ We prove via extensive experiments that our scheme **outperforms state-of-the-art methods** and is **well received** among users.

# Thank You!

Check out our research/group:

